

**In the Claims**

The status of claims in the case is as follows:

- 1        1.    [Currently amended] A method for character interactive  
2        input/output ~~(I/O)~~ in a half duplex block mode environment  
3        including a client workstation and a server, comprising the  
4        steps of:
- 5                receiving a key stroke into a buffer at said  
6                workstation;
- 7                automatically transferring said keystroke from said  
8                workstation over a 1/2 duplex block mode interface to a  
9                full duplex character interactive ~~(I/O)~~ input/output  
10               server application; and
- 11               said full duplex character interactive input/output  
12               ~~(I/O)~~ server application processing said keystroke and  
13               responding appropriate to context of said full duplex  
14               character interactive server application;
- 15               thereby transferring single key strokes as they are  
16               entered at said client workstation even though  
17               operating in said half duplex block mode environment in  
18               which character sequences are normally transferred.
- 19        2.    [Original] The method of claim 1, said buffer being an  
20        auto enter, non-display entity on a display screen.

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1     3.   [Currently amended] The method of claim 1, said buffer  
2     being a non-screen entity accessible to said client  
3     workstation.

1     4.   [Currently amended] A method for character interactive  
2     input/output in a half duplex block mode environment  
3     including a client workstation and a server, comprising the  
4     steps of:

5             connecting said client workstation to said server;

6             defining a workstation display as a 1-byte character  
7             input field that has auto-enter and non-displayable  
8             attributes operating in said half duplex block mode;

9             receiving a keystroke into said input field;

10            automatically transferring said keystroke from said  
11            workstation display to a server application; and

12            said server application processing said keystroke and  
13            responding appropriate to context of said server  
14            application;

15            thereby transferring single key strokes as they are  
16            entered at said client workstation even though  
17            operating in said half duplex block mode environment in  
18            which character sequences are normally transferred.

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1 5. [Previously presented] The method of claim 4, further  
2 comprising the steps of:

3 communicating an attention signal from said client  
4 workstation; and

5 responsive to said attention signal, communicating said  
6 keystroke from said workstation display to said server  
7 application.

1 6. [Currently amended] The method of claim 4, said client  
2 workstation and server together becoming a cascaded client  
3 to a targeted application server that requires character  
4 dependent input/output in full duplex mode.

1 7. [Currently amended] The method of claim 4, further  
2 comprising the step preventing display of said input  
3 character on said workstation display.

1 8. [Currently amended] The method of claim 4, further  
2 comprising the step of operating said client workstation and  
3 providing for translation of said character from EBCDIC to  
4 ASCII.

1 9. [Currently amended] A method for character interactive  
2 input/output in a half duplex block mode environment,  
3 comprising the steps of:

4 configuring a workstation display device to a one

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5 character field; and

6 immediately upon entry of an input character into said  
7 one character field, processing said input character by  
8 signaling an attention identifier from a client  
9 emulator application, and responsive to said attention  
10 identifier, retrieving said input character from said  
11 one character field;

12 thereby transferring single key strokes as they are  
13 entered at said one character field even though  
14 operating in said half duplex block mode environment in  
15 which character sequences are normally transferred.

1 10. [Currently amended] The method of claim 9, further  
2 comprising the step of translating and communicating said  
3 input character to a remote server and application for  
4 interpretation within the context of said remote  
5 application.

1 11. [Currently amended] The method of claim 10, further  
2 comprising the step of returning from said remote  
3 application to said client workstation a display character  
4 for display at said workstation display.

1 12. [Previously presented] The method of claim 11, said  
2 display character selectively comprising an echo character  
3 which may be said input character.

1 13. [Original] A method for operating a client application

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2 in character interactive input/output mode in a half duplex  
3 block mode environment, comprising the steps of:

4 responsive to receiving an attention command from a  
5 keyboard, retrieving from a one character display  
6 buffer configured as an auto-entry non-displayable  
7 display a single input character; and

8 translating and communicating said input character to a  
9 remote application for interpretation within the  
10 context of said remote application;

11 thereby transferring single key strokes as they are  
12 entered at said keyboard even though operating in said  
13 half duplex block mode environment in which character  
14 sequences are normally transferred.

1 14. [Currently amended] A method for operating a display  
2 operating in a half duplex block mode environment,  
3 comprising the steps of:

4 configuring said display with respect to a character  
5 entry device as a one character, auto-entry, non-  
6 displayable buffer;

7 responsive to entry of an input character into said one  
8 character, auto-entry, non-displayable buffer,  
9 immediately communicating said input character  
10 to a remote application for interpretation;

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11        thereby transferring single key strokes as they are  
12        entered at said one character, auto-entry, non-  
13        displayable buffer even though operating in said half  
14        duplex block mode environment in which character  
15        sequences are normally transferred.

1        15. [Previously presented] The method of claim 14, further  
2        comprising the steps of:

3            receiving from said remote application an echo  
4            character selectively not said input character; and  
  
5            displaying said echo character.

1        16. [Original] A system for performing character  
2        interactive input/output in a half duplex block mode  
3        environment including a workstation and a server,  
4        comprising:

5            a display buffer for receiving a key stroke;

6            a client for automatically transferring said key stroke  
7            from said workstation over a half duplex block mode  
8            interface to a full duplex character interactive  
9            input/output server application;

10          said full duplex character interactive server  
11          application for processing said keystroke and  
12          responding appropriate to context of said server  
13          application;

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14        thereby transferring single key strokes as they are  
15        entered at said client workstation even though  
16        operating in said half duplex block mode environment in  
17        which character sequences are normally transferred.

1        17. [Currently amended] A system including a workstation  
2        and a server for character interactive input/output in a  
3        half duplex block mode environment, comprising:

4                a network for connecting said workstation to said  
5                server;

6                a workstation display configured as a 1-byte character  
7                input field that has auto-enter and non-displayable  
8                attributes;

9                a keyboard for entering a keystroke into said input  
10               field;

11               said workstation automatically transferring each said  
12               keystroke from said workstation display to a server  
13               application; and

14               said server application for processing said keystroke  
15               and responding to said workstation with an echo  
16               character appropriate to context of said server  
17               application for display at said workstation display;

18        thereby transferring single key strokes as they are  
19        entered at said workstation even though operating in

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20       said half duplex block mode environment in which  
21       character sequences are normally transferred.

1       18. [Currently amended] A system for character interactive  
2       input/output in a half duplex block mode environment,  
3       comprising:

4           a workstation display device configured as a one  
5       character field;

6           a server; and

7           a client emulator application responsive immediately  
8       upon entry of an input character into said one  
9       character field, for retrieving and communicating to  
10      said server said input character from said one  
11      character field, and responsive to said server for  
12      displaying at said display device an echo character  
13      selectively different from said input character;

14       thereby transferring single input characters as they  
15       are entered at said one character field even though  
16       operating in said half duplex block mode environment in  
17       which character sequences are normally transferred.

1       19. [Currently amended] A display for character  
2       interactive input/output in a half duplex block mode  
3       environment, comprising:

4           a one character, auto-entry, non-displayable buffer for

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5 receiving from an input device an input character for  
6 communication to a server application; and

7 an output field for displaying an echo character from  
8 said server application;

9 thereby transferring single key strokes as they are  
10 entered at said input device even though operating in  
11 said half duplex block mode environment in which  
12 character sequences are normally transferred.

1 20. [Currently amended] A program storage device readable  
2 by a machine, tangibly embodying a program of instructions  
3 executable by a machine to perform method steps for  
4 character interactive input/output in a half duplex block  
5 mode environment including a workstation and a server, said  
6 method steps comprising:

7 receiving a key stroke into a buffer at said  
8 workstation;

9 automatically transferring said key stroke from said  
10 workstation to a server application;

11 said server application processing said keystroke and  
12 responding appropriate to context of said server  
13 application;

14 thereby transferring single key strokes as they are  
15 entered at said buffer even though operating in said

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16        half duplex block mode environment in which character  
17        sequences are normally transferred.

1        21. [Currently amended] A program storage device readable  
2        by a machine, tangibly embodying a program of instructions  
3        executable by a machine to perform method steps for  
4        character interactive input/output in a half duplex block  
5        mode environment including a workstation and a server, said  
6        method steps comprising:

7                connecting said client workstation to said server;

8                defining a workstation display as a 1-byte character  
9                input field that has auto-enter and non-displayable  
10               attributes;

11               receiving a keystroke into said input field;

12               automatically transferring said keystroke from said  
13               workstation display to a server application;

14               said server application processing said keystroke and  
15               responding appropriate to context of said server  
16               application;

17               thereby transferring single key strokes as they are  
18               entered at said client workstation even though  
19               operating in said half duplex block mode environment in  
20               which character sequences are normally transferred.

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1 22. [Currently amended] A program storage device readable  
2 by a machine, tangibly embodying a program of instructions  
3 executable by a machine to perform method steps for  
4 character interactive input/output in a half duplex block  
5 mode environment, said method steps comprising the steps of:

6 configuring a workstation display device to a one  
7 character field; and

8 immediately upon entry of an input character into said  
9 one character field, processing said input character by  
10 signaling an attention identifier to a client emulator  
11 application, and responsive to said attention  
12 identifier, retrieving said input character from said  
13 one character field;

14 thereby transferring single input characters as they  
15 are entered at said one character field even though  
16 operating in said half duplex block mode environment in  
17 which character sequences are normally transferred.

1 23. [Original] A program storage device readable by a  
2 machine, tangibly embodying a program of instructions  
3 executable by a machine to perform method steps for  
4 operating a client application in character interactive  
5 input/output mode in a half duplex block mode environment,  
6 said method steps comprising the steps of:

7 responsive to receiving an attention command from a  
8 keyboard, retrieving from a one character display

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9 buffer configured as an auto-entry non-displayable  
10 display a single input character; and  
  
11 translating an communicating said input character to a  
12 remote application for interpretation within the  
13 context of said remote application;

14 thereby transferring single key strokes as they are  
15 entered at said keyboard even though operating in said  
16 half duplex block mode environment in which character  
17 sequences are normally transferred.

1 24. [Currently amended] A program storage device readable  
2 by a machine, tangibly embodying a program of instructions  
3 executable by a machine to perform method steps for  
4 operating a display in a half duplex block mode environment,  
5 said method steps comprising the steps of:

6 configuring said display with respect to a character  
7 entry device as a one character, auto-entry, non-  
8 displayable buffer;

9 responsive to entry of an input character into said one  
10 character, auto-entry, non-displayable buffer,  
11 immediately communicating said input character  
12 to a remote application for interpretation;

13 thereby transferring single characters as they are  
14 entered at said character entry device even though  
15 operating in said half duplex block mode environment in

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16           which character sequences are normally transferred.

1       25. [Currently amended] A computer program product or  
2       computer program element for operating a display in a half  
3       duplex block mode environment according to method steps  
4       comprising the steps of:

5           configuring said display with respect to a character  
6           entry device as a one character, auto-entry, non-  
7           displayable buffer; and

8           responsive to entry of an input character into said on  
9           character, auto-entry, non-displayable buffer,  
10          immediately communicating said input character  
11          to a remote application for interpretation;

12          thereby transferring single characters as they are  
13          entered at said character entry device even though  
14          operating in said half duplex block mode environment in  
15          which character sequences are normally transferred.

1       26. [Currently amended] The method of claim 1, said  
2       automatically transferring step further comprising the steps  
3       of:

4           transferring said keystroke key stroke from said client  
5           workstation to a Telnet client and thence to said full  
6           duplex character interactive (I/O) server application  
7           via a Unix server.

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1 27. [Currently amended] The method of claim 4, said  
2 automatically transferring step further comprising the steps  
3 of:

4 transferring said ~~keystroke~~ key stroke from said client  
5 workstation to a Telnet client and thence to said  
6 server application via a Unix server.

1 28. [Canceled]

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